

CHAPTER I

INTRODUCTION

A. Background of the Study

English is one of the world's most widely spoken international languages. It allows us to communicate with people all around the world. Despite the fact that not all countries use it as their native language, it is still taught as a second language or as a foreign language.

Being a foreign language in Indonesia, English differs a lot from Indonesian in grammatical patterns, pronunciation, vocabulary, and so on. Thus, in order to use English precisely and meaningfully, English language learners must comprehend and be familiar with the grammatical rules, whether in an active or passive context. However, it is not an easy step to program in a short period of time.

As set of rules, grammar is one of the language elements taught to every language learner. It is a fundamental knowledge in understanding the language. Hirai said grammar is the set of rules we use to determine the endings we put on words (Hirai et al., 2013).

Students need to be proficient in a wide range of grammar concepts, including tenses, verbs, nouns, pronouns, and so on. One of the topics taught in junior high school is tenses. Tenses define when action verbs or state verbs are used. Tenses are organized into three categories: present, past, and future (Azar, 2002). In grammar, each of these tenses has a different function and different rules. In this study, the researcher only focuses on

present tenses in active form that ought at eighth grade of junior high school.

According to Betty Azar, present tense is a tense used to express something that is currently being done. The present tenses can be classified into four categories: simple present, present continuous, present perfect, and present perfect continuous (Azar, 2002). It can be said that teaching grammar requires new challenges in order to keep students motivated while learning English, and that they can master grammar, which is prioritized in the speaking and writing aspects. Based on the statements above, it appears that teachers must use other ways to convey the teaching and learning process, such as interactive ways and strategies. Furthermore, choosing the medium through which the material will be delivered is crucial. The teacher should employ and adapt media that are appropriate for the targets of the teaching-learning process. As we know, media might help the teaching and learning process; thus, teachers should consider the interactive media that has been extended throughout education areas to attract students' motivation to learn English easily.

There are various media and techniques for teaching grammar. It can be done using visuals, music, or games. Furthermore, the use of games during learning will make it easier for students to understand English subject matter and can increase their enthusiasm (Uty & Said, 2021). There are various types of games that may be used for learning and teaching English, one of which is Baamboozle platforms.

According to (Remoshan, 2021) the mistakes that often occur in grammar were: mistakes in using "article," mistakes in punctuation, mistakes in preposition, mistakes in singular/plural, mistakes in verb formation, mistakes in word choice, mistakes in subject-verb agreement, and mistakes in the “be” verb. And in this case, based on the results of the daily assessment of English Simple Present material of grade 8 students, the mistakes they often experience were mistakes in verb formation and mistakes in the “be” verb. Based on daily assessment data about Simple Present obtained from the 8th grade English teacher of SMPN 4 Batang Anai, as shown in the table below:

Table 1.1 Daily Assessment Data about Simple Present

No	Class	Number of students who passed (75)	Number of students who did not pass (75)
1	8.1	15	14
2	8.2	13	16
3	8.3	12	17

Based on the results of interviews with one of the English teachers of SMPN 4 Batang Anai in May 2024. It can be concluded that the students find it difficult to understand the formulas in grammar, including expressing present sentences, and tend to be confused when to use these sentences. Since students are not allowed to bring cellphones to class in this school, English teacher teaches with traditional methods such as pictures, videos, and

sometimes Power point as her media and it is less interactive because students are not involved in learning, they only see and hear the explanation from the teacher. The teacher then gives examples and then immediately instructs students to do the exercises. These phenomena show that the learning process is still less interactive in today's era, where everything is technology-based. So, there is no doubt that students are less enthusiastic and bored when learning takes place.

Therefore, teachers need to develop creative ways to make students more interested in solving this problem. In addition, the researcher intends to use teaching media that train students in the classroom by switching from teacher-centered learning to student-centered learning. Therefore, the researcher proposes to use “Baamboozle Platforms” as a medium to teach present tenses in an active form at SMPN 4 Batang Anai. the researcher chose this Baamboozle platforms as a solution to the above problem is because this web can be used by students anywhere and anytime.

Baamboozle is an enjoyable game to play with students as a bell ringer, or lesson recall. Display from a single device on a projector, smart board, or during an online class. There's no need for student accounts. It is relatively simple to set up (Krisbiantoro, 2020). The interesting thing about Baamboozle is that it presents quizzes in groups. So that there is a sense of responsibility for the

success of the group. And, the use of Baamboozle platforms media trains students to have critical thinking and a competitive spirit in a positive way because, in this team game, cooperation with each other is needed to get the best score. This is related to one of the profiles of Pancasila students, where students must be able to think critically from a young age (Kemendikbud Ristek, 2022).

Previous research that is relevant to this study is research conducted by (Bangol, 2022) There is a difference in Islamic Religious Education learning outcomes from those who used Baamboozle learning media with those who did not use Baamboozle media. It could be seen from the comparison of the learning outcomes achieved by the Pretest group with an average of 68.33 with the value achieved by the Post test group with an average value of 86.30, this means that there was an increase in student learning outcomes by 17.97. Based on the results of the t-test calculation, there were results that showed differences in learning outcomes in the use of Baamboozle learning media in PAI subjects by obtaining a significant value (2-tailed) $0.00 < 0.05$, so H_a was accepted and H_0 was rejected. Based on the n-gain analysis, the average value was 0.54 in the medium category, so it could be concluded that the use of Baamboozle media in PAI subjects was effective for improving student learning outcomes.

Studies of examining the Baamboozle platforms in teaching

grammar are still limited; therefore, it is necessary to conduct research entitled The Effect of Using Baamboozle platforms Toward Students' Mastery of Present Tenses in Active Form at Class 8 of SMPN 4 Batang Anai.

B. Identification of the Problem

Based on the background above, researcher identified the following problems; (1) Students still confused when to use the tenses; (2) The teacher used media that are less interactive.

C. Limitation of the Problem

The researcher should limit the problems that will be covered in order to prevent misunderstandings about the problems, this research is focused on the Effect of Baamboozle platforms towards students' mastery of present tenses in active form at class 8 of SMPN 4 Batang Anai.

D. Formulation of the Problem

Based on the problems mentioned, the researcher formulated them as follows: Is there any significant effect of Baamboozle platforms media toward students' mastery of grammar?

E. Purpose of the Study

The purpose of this study was to find out whether or not there was any significant effect of Baamboozle platforms media toward students' mastery of grammar.

F. Significance of the Problem

This study had the potential to generate both theoretical and practical:

1. Theoretical Benefits

The results of this study would be useful in increasing knowledge about the effect of using Baamboozle platforms media in students' understanding of grammar.

2. Practical Benefits

- a. For researcher, this research can add insight, knowledge, and experience regarding interesting learning media and provide a provision to become a creative teacher.
- b. For teachers, the results of this research can be used by teachers as advice, additional knowledge, experience, and learning media options that can be used by English teachers and improve the quality of their teaching.
- c. For educators, this research helped students to understand learning materials, especially present tenses, through the implementation of learning media using Baamboozle platforms that were not limited by space and time.
- d. For readers, this research gave useful information that helps readers understand more about teaching and learning methods. It can be a helpful reference for improving their knowledge, especially about using fun tools like

Baamboozle platforms to make learning better.

G. Definition of Key Terms

1. Grammar

Grammar refers to the structure of sentences, including clauses, phrases, and certain words (Huddleston & Pullum, 2005). Furthermore (Clark, 1868) stated that English grammar is the science which investigates the principles, and determines the proper construction of the English Language

2. Present Tense

The main function of present tense forms is to convey present time. For example, "The door opens inwards" shows the present moment situation. The term "present tense" refers to the current time, but it's important to note that it's not always used for that purpose (Huddleston & Pullum, 2005)

3. Baamboozle

Baamboozle is a web-based educational game that provides interactive and engaging games. This game uses quizzes created by the teachers (Bangol, 2022). Also (Safitri & Sumardi, 2024) stated that Baamboozle is an online application that offers a variety of entertaining and fascinating games.